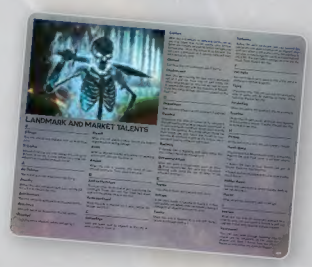
CLOUDSPIRE
PORTAL SEEKERS

With The Joining War showing no signs of stopping, the factions embroiled in the conflict are looking for any advantage they can get. As resources on the main island dwindle, eyes are turning to a small, unclaimed island floating just off the coast of the larger landmass. If its secrets are used well, it could hold the keys to victory.

COMPONENTS

3 Small Neoprene Earthscapes

2 Large Neoprene Isles



1 Talent Reference Sheet

10 Landmark Chips

10 Market Chips

10 Event Cards

10 Relic Cards

OVERVIEW

This expansion consists of two parts: a Content Expansion and the Anomaly Expansion. New content such as events, relics, market options, landmarks, and isles can be added to a your copy of *Cloudspire* to increase variety in gameplay. Additionally, the Anomaly Expansion adds brand new elements to the game, including an island full of mysterious landmarks not found anywhere else in Ankar.

We recommend you play a few games of *Cloudspire* and are familiar with the game before adding the Anomaly Expansion, as doing so will add slightly to the complexity of the game.

CONTENT EXPANSION

Event Cards
The new event cards can be shuffled directly into the event deck when playing a standard competitive game of *Cloudspire*.

Relic Cards
Add the new relic cards directly to your relic deck for a standard game. If playing solo, co-op, or endless mode, use only those relics with the icon.

Market Chips
These new market chips can be shuffled into the market stack for added variety in any mode of the game.

Landmarks
Add the three swamp, ruins, and temple landmarks in with the rest of the landmarks in any mode of the game. Place the anomaly and portal gateport landmarks back into the game box – these will only be used when playing the Anomaly Expansion.

Earthscapes
Mix the new earthscapes into the earthscape stack. They can be purchased from the market as normal.

Sky Earthscape

The sky earthscape functions differently than a standard earthscape when put into play. It represents the island having fallen away, revealing the land below.

Just as with empty space surrounding the play area, units cannot move through this earthscape. It cannot be counted through when determining a unit or spire's range. This earthscape cannot be occupied in any way, and you may not earthscape over it.

Isles
Shuffle these isles with the other 7 non-center isles during set-up in a standard game and place as normal. They can also be used in place of base game isles in endless mode set-up.

Reference Sheet
The Landmark and Market Talents reference sheet includes all merc and landmark talents from the base game, Portal Seekers, the griege, The Uprising, and Horizon's Wrath. It is identical to the reference sheet included in your base game and in The Uprising faction expansion.

ANOMALY EXPANSION

The Anomaly Expansion focuses on a small island that is not connected to the rest of your play area. This island is rich with Source and teeming with anomalous landmarks, which can bestow great wealth or terrible consequences on the heroes and factions brave enough to explore them.

This expansion can only be played in competitive mode.

Set-Up
- During island creation, place the 2 new isles facedown, connected to each other but separate from the main island. Fortresses must be attached to the main island as usual. Once the main island set-up is complete, continue in turn order revealing the new isles. When the first is revealed, it must be oriented so that path from that isle touches the unrevealed isle. When the second is revealed, its orientation may be changed by the revealing player, but it must attach to the first isle on the same path hex.
- On the main island, place landmarks as usual with the exception of the Source well on the center isle. Place a revealed portal gateport there. On the new island, the center Source well of the winter isle is covered with the other portal gateport, also revealed. Use anomaly landmarks on the remaining 3 Source wells on the new island, and return the rest to the box.
- All other components from the content expansion can be mixed in when playing with the Anomaly Expansion.
- The events "Doomsday" and "Hero Summit" from the base game are incompatible with this expansion. Remove them from your event deck.

Gameplay

New Island
The world of Ankar now has a new island to explore. Units must use Riftwalk or Naroran Rift to get to and from this island. Note that any landmark with the talent Riftwalk or Naroran Rift may be used to teleport between the islands.

Though minions are not explicitly prohibited from setting foot on the new island, they generally will not travel there, as doing so would not make progress towards their mark.

You cannot use earthscaping to connect the islands together.

Anomaly Landmarks
Anomalies are a new landmark type. They consist of very powerful items and artifacts that add another level of competition to the game, as factions race to gain their benefits. These landmarks can only be explored and revealed by heroes.

Portal Seekers cards and chips have this symbol on them so that you can easily separate them.